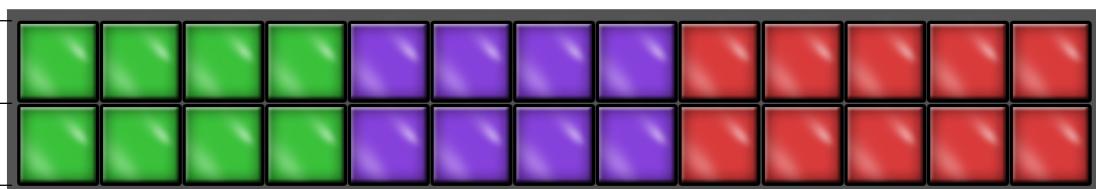








FRONT  
AND  
BACK →





**Sack of Salt:**

Free use. Discard it before the specters phase begins, to cancel said phase.

**Potion:**

Spend 1 Action Point. Eliminate 1 Ghost from the room you are in or adjacent to you.

**Spell:**

Spend 1 Action Point. Eliminate 1 Ghost or 1 Demon.

**Major Spell:**

Spend 1 Action Point. Eliminate 2 Ghosts or 2 Demons.

**Old Book:**

Spend 1 Action Point. Transform 1 Demon into a Ghost.

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**Candle:**  
Spend 1 Action Point.  
Eliminate 1 Ghost.



**Talisman:**  
Spend 1 Action Point.  
Specters doesn't cause you panic during your turn.



**Bell:**  
Spend 1 Action Point.  
Reduces -1 panic point.

You can use any item to move 1 Ghost to an adjacent room, always spending 1 action point.

**Turn:**

1.-Player Phase, 4 actions.  
Options: Move / use portal, use item, search for item, activate reward's path / fuse box.

2.-Specters' Phase.

Roll the die 2 times and compare the result with the specters' section for the specters spawning.



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